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# MEMORANDUM REPORT ARBRL-MR-03303

# COMPUTER AIDED DESIGN OF POLYHEDRON SOLIDS TO MODEL AIR IN COM-GEOM DESCRIPTIONS

James E. Shiells

August 1983



# US ARMY ARMAMENT RESEARCH AND DEVELOPMENT COMMAND BALLISTIC RESEARCH LABORATORY ABERDEEN PROVING GROUND, MARYLAND

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#### I. INTRODUCTION

Vulnerability/lethality analyses performed at the Ballistic Research Laboratory (BRL) generally require a computer description of the target under investigation. The target simulation is most often accomplished through a method known as combinatorial geometry (COM-GEOM). The resulting target descriptions are commonly referred to as COM-GEOM  $^{1,2}$  descriptions. The COM-GEOM technique for target descriptions employs a variety of basic geometric solids in order to model all of 3 the components of the target. The BRL tank vulnerability program is routinely used to estimate the vulnerability of many armored targets. In particular, this program requires the COM-GEOM target descriptions to include internal air modeled in the description.

This report describes the interactive program CADAIR which aids the user in describing internal air for COM-GEOM descriptions. The program is useful during the creation phase of a COM-GEOM description or in modifying an earlier COM-GEOM description which lacked internal air. In addition, various other capabilities of the CADAIR program are discussed.

#### II. BACKGROUND

The BRL tank vulnerability computer program (VAMP) is based on the "compartment model" of vehicle vulnerability. In this lethality model, damage correlations for entire compartments are considered in order to arrive at final kill probabilities for the target. Usually the vehicle is divided into two compartments: the engine compartment and the crew compartment. It has been found convenient to identify "compartments" by describing the compartment air in the COM-GEOM description. The target description air is merely coded in order to distinguish the crew compartment (02) from the engine compartment (05). Special other compartments may similarly be identified by this technique.

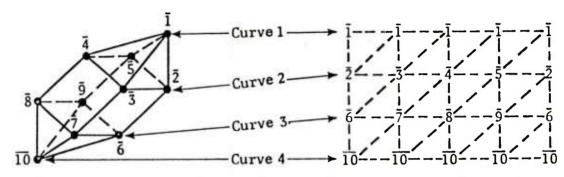
<sup>&</sup>lt;sup>1</sup>L. Bain and M. Reisinger, "The GIFT Code User Manual, Volume I, Introduction and Input Requirements," BRL Report No. 1802, July 1975 (Unclassified). (AD B006037L).

<sup>&</sup>lt;sup>2</sup>G. Kuehl, L. Bain and M. Reisinger, "The GIFT Code User Manual, Volume II, The Output Options," BRL Report ARBRL-TR-02189, September 1979 (Unclassified) (AD A078364).

<sup>&</sup>lt;sup>3</sup>C. Nail and T. Bearden, "Vulnerability Analysis Methodology Program (VAMP) A Combined Compartment-Kill Vulnerability Program," Computer Sciences Corporation, October 1979 (Unclassified).

#### III. TARGET DESCRIPTION

A brief summary of the COM-GEOM technique is presented in Appendix A. The descriptions utilize a variety of basic geometric solids for describing the actual target. The solid types currently available for building COM-GEOM descriptions are listed in Table A-1. These solids, with the exception of the ARS, are fundamentally simple geometric shapes. The ARS (triangular surfaced polyhedral solid) may be used to model extremely complex shapes. Figure 1 illustrates the essential characteristics of the ARS solid.



SPECIFY: The X, Y, Z coordinate values of the vertices of the concave or convex polyhedron. Either 1) order and record the vertices by the number of curves (M) and number of points per curve (N) system or 2) order and record the vertices by the scheme associated with the SHOT GENERATOR Code and specify the number of recorded points (ND).

Figure 1. Basic ARS Solid

Both the number of curves and number of points per curve may vary considerably from that shown in Figure 1. An example of the possible complexity of the ARS solid is shown in Figure 2 which depicts an entire surface of a tank turret. The versatility of the ARS solid makes it ideally suited for describing interior air in target descriptions.

In order to avoid errors, the user must exercise caution when modeling air in the COM-GEOM description. Figure 3 shows a cross section of a tank turret which has two types of errors that may occur if the internal air is modeled incorrectly. If the internal air (bounded by solid line) does not "fill up" the interior compartment volume or if it "spills over" the exterior surface of the compartment, then errors will occur during further computer processing. An acceptable modeling technique for internal air is illustrated in Figure 4. Note in this figure that the boundary of the internal air is defined within the shell wall which identifies the compartmentalized volume.

In view of these constraints and the previously noted versatility of the ARS solid, it therefore is apparent that this solid type is well suited

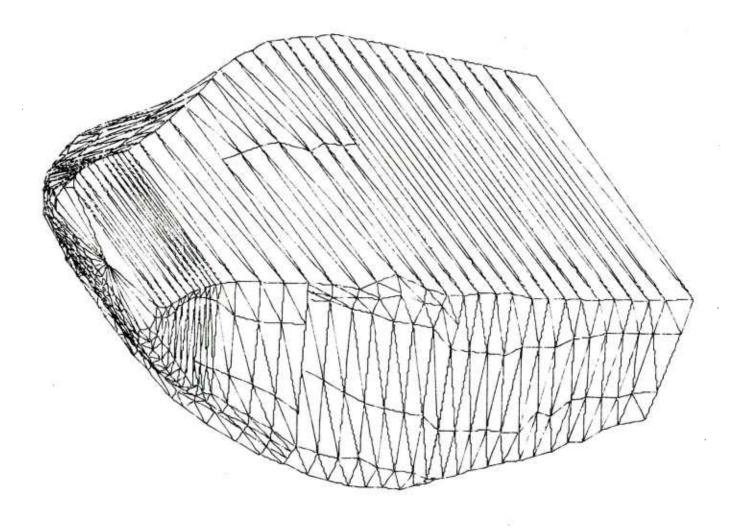


Figure 2. Example of Large ARS Solid

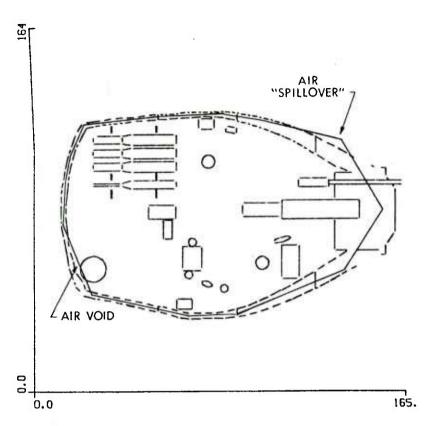


Figure 3. Example of Air Modeling Errors in COM-GEOM Description

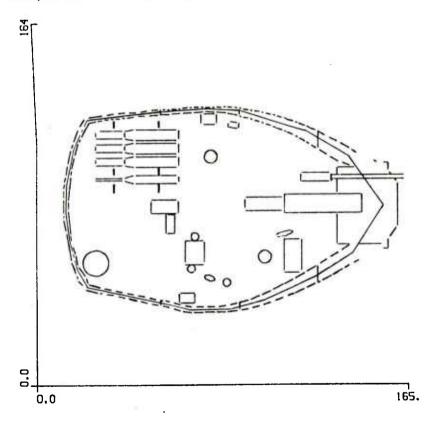


Figure 4. Example of Acceptable Modeling of Air in a COM-GEOM Description

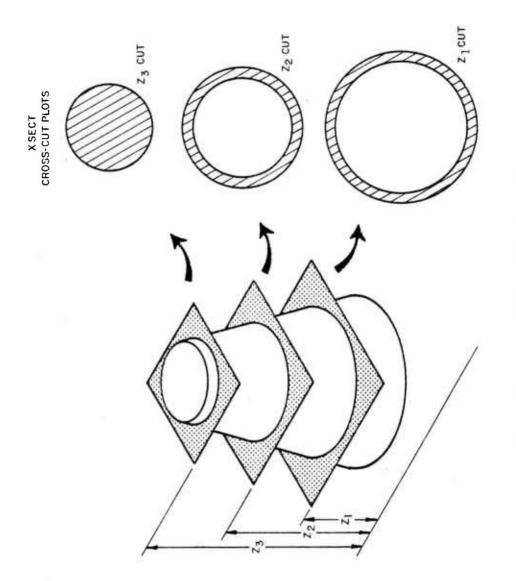


Figure 5. Inverted Tumbler Cross-Cuts

for modeling internal air. The purpose of the CADAIR program is to aid the user in constructing an ARS solid which will conform to the aforementioned requirements.

#### IV. CADAIR PROGRAM OVERVIEW

CADAIR is an interactive graphics program for use with a TEKTRONIX<sup>R</sup> terminal operating within the NOS (version 1.4) environment. The Network Operating System (NOS) controls the operation of CDC CYBER 170 series, CDC CYBER 70, Models 71, 72, 73, and 74, and CDC 6000 series computer systems. CADAIR is a FORTRAN program which requires the library software package DISSPLAR which is a proprietary product of ISSCO<sup>4</sup>. The program CADAIR listed in Appendix B is currently used at BRL in conjunction with a TEKTRONIX<sup>R</sup> model 4010 terminal operating at 9600 baud.

CADAIR requires input which is generated from the  ${\rm GIFT}^2$  code under option XSECT. This option produces plot files which define cross-sectional views of the COM-GEOM description. Reference 2 is recommended for the reader unfamiliar with the XSECT option of the GIFT code. An example of this type of plot for the case of a simple inverted tumbler is illustrated in Figure 5.

The use of the CADAIR program for describing air within the inverted tumbler (Figure 5) will serve as an example in the following section. The user is free to select any number and location of cross-cuts when using the XSECT option of the GIFT code. The judicial selection of cutting planes which reflect "moderate" changes between succeeding cross-cut shapes is recommended. In the normal use of the XSECT option, there is no information relating to the position of the cutting plane (Z value) available in the plot file output. This third coordinate information (Z values) is clearly vital for describing an ARS solid in three dimensional space. However, a simple method for accomplishing this is readily available. The regular XSECT plot title may be replaced with the number of cutting planes and their respective locations (Z values). Figure 6 shows the prescribed format to be used for replacing the TITLE card for the XSECT option of the GIFT code.

1						
	15	F5.0	F5.0	F5.0	• • • •	F5.0
	NUM	Z1	Z2	Z3		7.n

NUM- Total number of cross-cuts in plot file (not to exceed 20)

Zi- Cutting plane position ( Z-value ) for i th cross cut in the COM-GEOM coordinate system

Figure 6. Title Replacement Format for XSECT Input

 $<sup>^4</sup>$ Integrated Software Systems Corporation, ISSCO $^{\rm R}$ , San Diego, CA 92121

The CADAIR graphics program displays each of the cross-sectional plots on the graphics screen and prompts the user to select points for each ARS curve. The user inputs the (X, Y) values for these points by manipulating the position of the cross hairs that appear on the graphics screen. Advantage from visual feedback thereby aids the user in fitting the ARS curve entirely within the shell wall boundary around the internal compartment. The user may save the ARS data file (punch) thus created at the conclusion of the point selection procedure from each cross-cut plot. This file is appropriately formatted for use in a COMGEOM description.

#### V. CADAIR PROGRAM USER GUIDE

The CADAIR program currently in use at BRL is accessed by entering the commands that are listed in Figure 7 on a TEKTRONIX  $^{\rm R}$  4010.

GET, TAPE12=PLTFILE/UN=SHIELLS ATTACH, DISSPLA/UN=DISSPLA LIBRARY, DISSPLA GET, GOX/UN=SHIELLS GOX

Figure 7. MFB Commands to Access CADAIR Program at BRL

In Figure 7, PLTFILE is the plot file output from the XSECT option of the GIFT code that was discussed in the previous section. File DISSPLA is the proprietary graphics software product of ISSCO. In Figure 7, GOX is the binary file which contains the compiled CADAIR program.

When the last command in Figure 7 is entered on the terminal keyboard, the screen is cleared and the MENU is displayed.

Figure 8 shows a copy of the MENU which appears on the graphics terminal. The terminal cross hairs also become visible at this time. A keyboard response from the terminal user is required whenever the cross hairs become visible.

The required response generally requires the user to change the location of the cross hairs and then push any punctuation key on the keyboard instead of the carriage return (CR). The position of the cross hairs is changed by two dials (horizontal and vertical) available to the user near the terminal keyboard.

REWIND BACKTRACK DISPLAY BUILD ARS ZOOM **EXIT** 

Figure 8. CADAIR MENU

The MENU lists several different procedures available to the user. The user may optionally select any procedure by merely positioning the horizontal cross hair over the name of the procedure and then pressing any punctuation key. When the procedure is completed the MENU will reappear on the screen.

The explanation of each procedure (MENU item), supplemented with illustrations. follows:

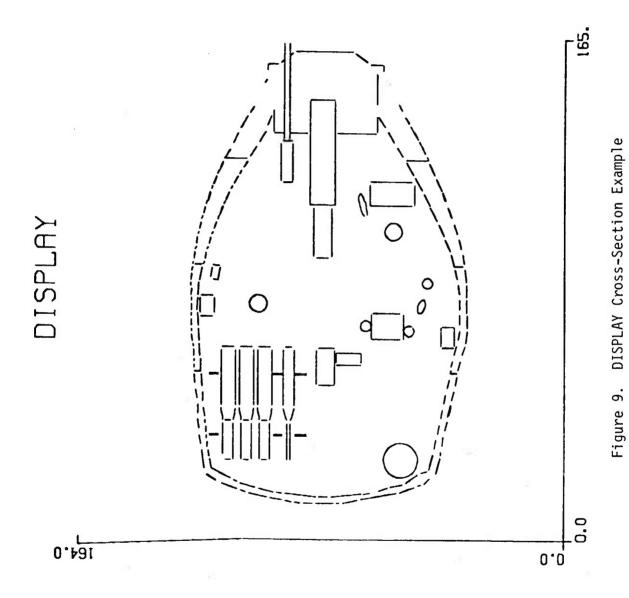
REWIND

This MENU entry permits the terminal user to rewind the entire plot file. This is a minor procedure that helps the user when previewing the various cross-cuts plots on PLOTFILE.

BACKTRACK This MENU entry permits the user to back up the plot file (PLOTFILE) in order to preview the previous cross-sectional plot.

DISPLAY

This procedure displays the current cross-section plot in PLOTFILE on the graphics terminal. Figure 9 illustrates a typical example of a cross-sectional view of a tank turret. Successive use of this procedure allows the user to preview each cross-sectional plot in the plot file (PLOTFILE). procedure may also be applied to plot files generated by the PICTUR option of the GIFT code if one condition is satisfied. The title card (Figure 6) used for the PICTUR run should be blank. Effectively the plot file output from PICTUR could be edited to accomplish the same thing. Figure 10 illustrates a typical perspective view of a tank which was produced by the PICTUR option of the GIFT code.



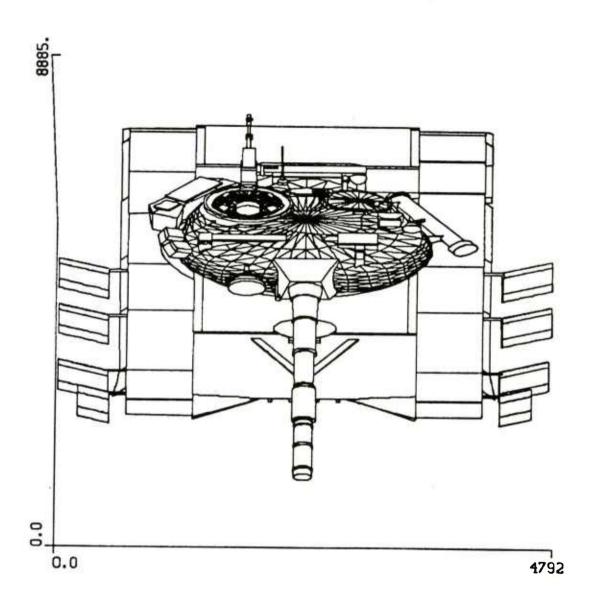


Figure 10. DISPLAY Perspective View Example

BUILD ARS This procedure encompasses the overall purpose of the CADAIR When this procedure is initiated, the plotfile is program. automatically rewound. Figure 11 shows the first section (with prompts) which is displayed for the example of the inverted tumbler. A requirement for the ARS solid is that the first and last curves degenerate around a single point. Therefore, the user is prompted by the message "SELECT FIRST ARS POINT/CURVE." The user is expected to position the terminal cross hairs so that they intersect within the shell wall boundary of the displayed cross section. The user then presses any punctuation key to send the cross hair X and Y positional information to the host computer. The program resumes by clearing the screen, displaying the same crosssection and prompting the user with the message "SELECT POINT FOR ARS CURVE." A second requirement for describing ARS solids is that all the intermediate curves (not first or last curve) be closed curves. This means that the first and last point of a curve have the same position. The user is thus free to select points that describe a curve which satisfy any arbitrary shape requirement. In the case of describing internal air, the curve would be confined to the shell surrounding the internal compartment. Figure 12 shows the example of the internal air boundary curve for the inverted tumbler. Line segments with arrowheads are displayed on the screen to aid the user while the ARS curve is being constructed. Curve point selection mode terminates automatically when the user closes the curve (i.e., the last point matches the first point). When the user closes the ARS curve, the message "END OF CURVE" is displayed on the screen. Figure 13 illustrates this for the example of the inverted tumbler. The program resumes when the user presses the carriage return (CR), key. Consideration need be directed to two further requirements for describing the ARS solid. Each curve of the ARS solid must have the same number of points. This number (not to exceed 19) is automatically set by the user depending on the number of points needed to define the first closed curve. Therefore, each subsequent curve must have the same number of points as the first curve. Additionally, the consecutive points in adjacent ARS curves should retain a "reasonable" degree of cadence or correspondence. Figure 14 illustrates the display on the screen which aids the user in dealing with the two additional ARS requirements outlined above. This display includes a "star" along with the usual cross section and related prompting messages. The star-like guide is centered at the lateral position of the first degenerate ARS curve which was user defined. Each radial arrow in the star points to the user selected points of the preceding curve of the ARS.

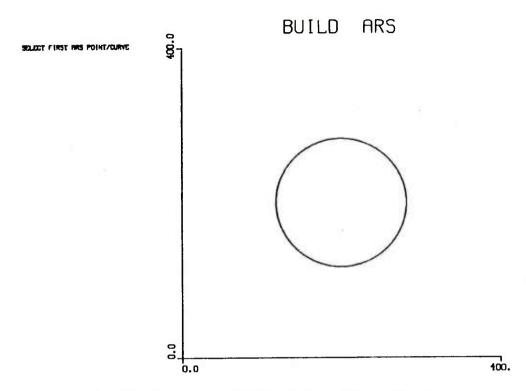


Figure 11. Inverted Tumbler - First Display

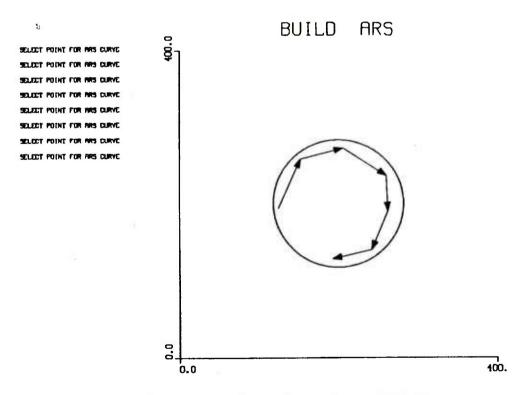


Figure 12. Inverted Tumbler - Second Display

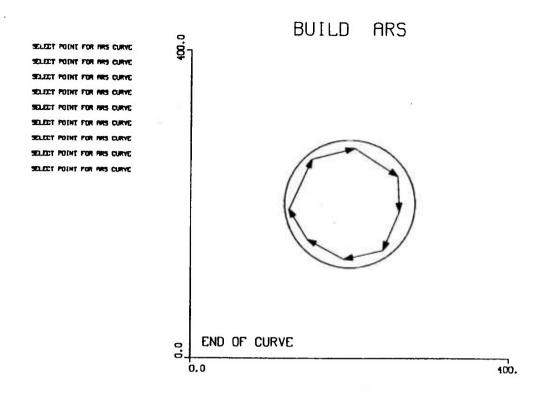


Figure 13. Inverted Tumbler - Second Display - End

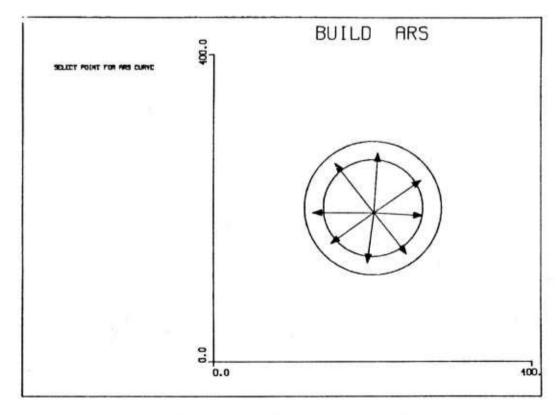


Figure 14. Inverted Tumbler - Third Display - Start

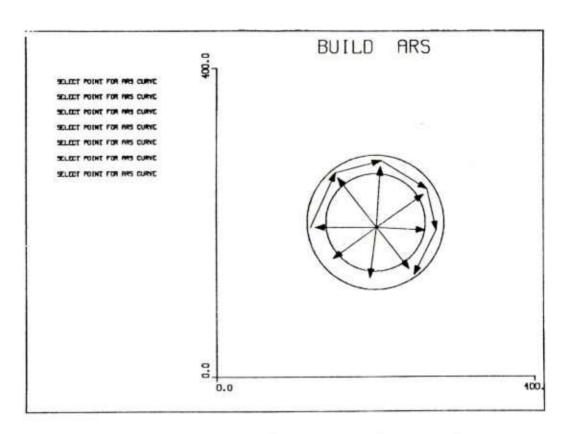


Figure 15. Inverted Tumbler - Third Display - Midway

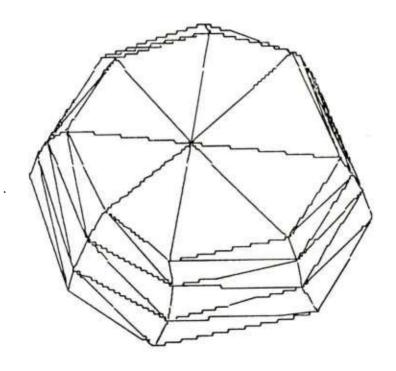


Figure 16. Perspective View of Completed ARS Solid

(cont.)

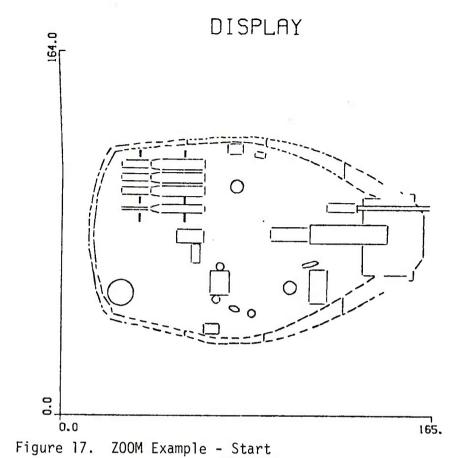
BUILD ARS The purposes of star guide are twofold: It helps the user to keep track of the number of points that now must be used in defining the curve, and it aids the user in selecting points in the vicinity of the same angular zone to maintain the cadence mentioned above. Figure 15 illustrates this by showing the user defined third ARS curve partially completed. When the curve is completed, the message "END OF CURVE" is The user presses the carriage return key and the process described above repeats for all of the remaining ARS In order to save this file the user should enter the command SAVE, PUNCH after returning to the operating system. Figure 16 illustrates a perspective view of the ARS solid which was described in this example. To exit prematurely from this procedure, the user need only move the horizontal crosshair below the plot axis while selecting points. The screen will be cleared and the menu displayed again.

ZOOM

This function, as the name implies, permits the user to optionally expand a small region of the displayed plot for convenient viewing. Initially the current cross-section plot in PLOTFILE is displayed on the graphics screen. Figure 17 illustrates an example with a cross-sectional view of a tank cupola. The user is required to press a punctuation key to continue this procedure. The prompting message "SELECT LOWER LEFT CORNER" instructs the user to define the lower left corner of a "window" which will later be expanded to fill up The "window" definition operation is the whole plot area. performed by the user through the usual use of the cross hairs and punctuation key. The user then responds similarly to the next prompting message "SELECT UPPER RIGHT CORNER." The user defined window area is then magnified and displayed on the graphics screen. Figure 18 illustrates the enlarged view of the window area shown in Figure 17. This procedure will also function on plot files created by PICTUR provided that the title card is modified as discussed for the DISPLAY procedure.

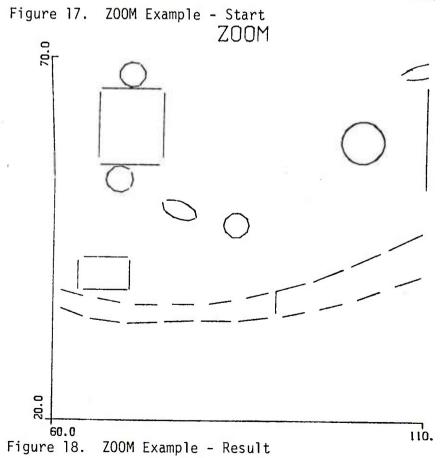
EXIT

This menu entry allows the user to return to the network operating system (NOS) to perform other computer operations possibly unrelated to CADAIR.



SELECT UPPER RIGHT CORNER

SELECT LOWER LEFT CORNER



#### VI. ARS COORDINATE TRANSLATION

The ARS solid described by the preceding technique may need to undergo a coordinate translation before it is used in the COM-GEOM description. This is necessary because the XSECT option of the GIFT code changes the coordinate system of the COM-GEOM description as it creates the cross-section plot file. The amount of coordinate change depends on how the XSECT option was set up to run. Figure 19 illustrates the input required by the XSECT option which defines the boundary of the cross-section plot.

1-8	9-16	17-24	25-32	33-40	41-48	49-56	57-64	65-72	73-80
P(1)	P(2)	P(3)	P(4)	P(5)	P(6)	P(7)	P(8)	P(9)	

#### FORMAT (9F8.0)

- P(1-3) Specify the x, y, and z coordinate of the point in the upper left corner on plotter of cross section.
- P(4-6) Specify the x, y, and z coordinate of the point in the lower left corner on plotter of cross section.
- P(7-9) Specify the x, y, and z coordinate of the point in the lower right corner on plotter of cross section.

Figure 19. Plane Card for XSECT Option

Figure 20 shows a cross-sectional plot of a target with the parameters of Figure 19 indicated on the drawing. The coordinates of the points of the XSECT output file include no negative values. Table I summarizes the required translation of the ARS solid in order that it be compatible with the associated CUM-GEOM description. Additionally, in case 2 the Y and Z coordinate values must be exchanged. In case 3 both the X and Z values and then the Y and Z coordinate values need be exchanged, respectively.

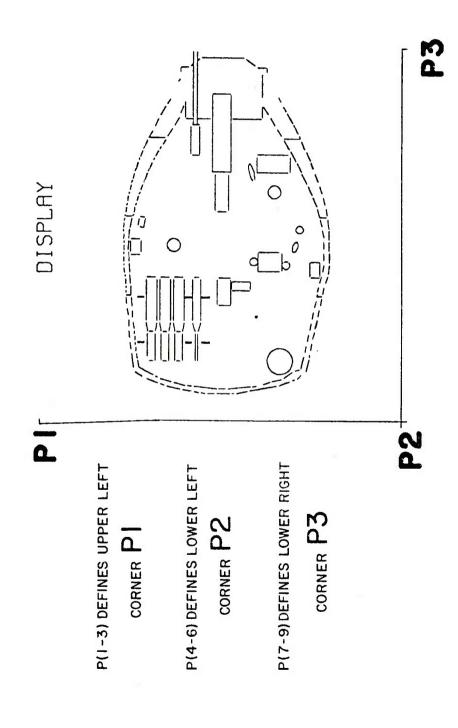


Figure 20. XSECT Plot Defined by COM-GEOM Coordinates

#### Table 1. Coordinate Transformation Formulae

CASE 1: Z-Plane XSECT Plots (P3 = P6 = P9)

Translate ARS solid X values by minimum of P1, P4 or P7. Translate ARS solid Y values by minimum of P2, P5 or P8.

CASE 2: Y-Plane XSECT Plots  $(P_2 = P_5 = P_8)$ 

Translate ARS solid X values by minimum of  $P_1$ ,  $P_4$  or  $P_7$ . Translate ARS solid Y values by minimum of  $P_3$ ,  $P_6$  or  $P_9$ . Exchange the Z and Y values of the ARS solid.

CASE 3: X-Plane XSECT Plots  $(P_1 = P_4 = P_7)$ 

Translate ARS solid Y values by minimum of  $P_2$ ,  $P_5$  or  $P_8$ . Translate ARS solid Z values by minimum of  $P_3$ ,  $P_6$  or  $P_9$ . Exchange the X and Z values of the ARS solid; then exchange the Y and Z values of the ARS solid.

#### VII. DISCUSSION

The preceding description of the CADAIR program was largely concerned with its single utility for describing internal air in COM-GEOM descriptions. There are, however, several other possible uses for the CADAIR program. COM-GEOM descriptions of armored vehicles are often required to include many small "boxes" (i.e., radio, control panels, etc.) that may be attached to the vehicle main armor. In the regular process of modeling these boxes, there often are problems with the boxes overlapping the armor or each other in the COM-GEOM description. The CADAIR program may be used for modeling these small boxes with simple (4 pts/curve) ARS solids. The advantage is clear for the user being able to see where the "boxes" are placed in relation to other target components to avoid overlaps. The problem of "overlaps" in COM-GEOM descriptions has incurred many delays and cost increases for doing target descriptions.

It is occasionally desired to quantitatively determine the protection afforded an armored vehicle through the addition of a ballistic liner. For the case of curved tank turrets, it can prove troublesome to modify COM-GEOM descriptions to include a liner. In these situations, advantage may be realized through the use of the CADAIR program. The XSECT output file may be simulated by other means in order to utilize the CADAIR program to construct original COM-GEOM descriptions. Figure 2 illustrates such an example for the M60A1 turret which was created through use of the CADAIR program. In this case, the tank manufacturer made available a series of drawings which showed "cross-cut" sections of the turret casting. Measurements were taken from these drawings in order to build a plot file (XSECT equivalent output file) suitable as input for the CADAIR program. Figure 21 illustrates a typical ARS curve made during this particular exercise of the CADAIR program. The ARS solids which describe the M60A1 turret exterior surface are shown in Figure 2.

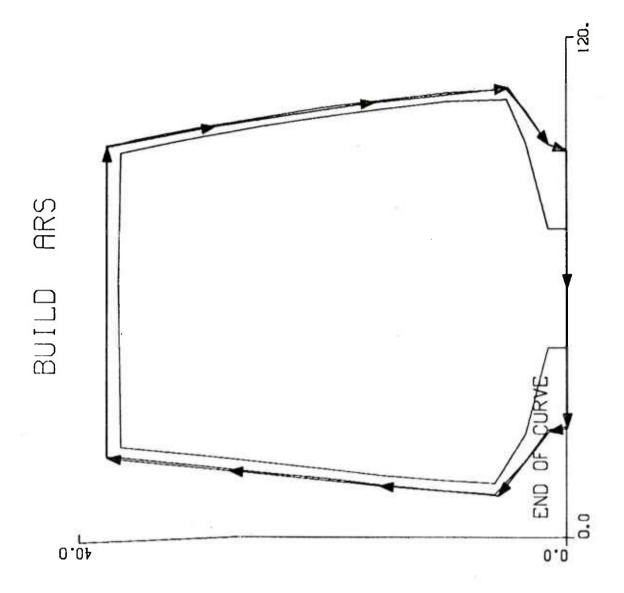


Figure 21. Turret Cross-Cut

SELECT POINT FOR ARS CURVE

SELECT POINT FOR ARS CURVE

SELECT POINT FOR ARS CURVE SELECT POINT FOR ARS CURVE SELECT POINT FOR ARS CURVE

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# APPENDIX A Combinatorial Geometry Background

#### Combinatorial Geometry Background

The GIFT computer code requires a combinatorial geometry (COM-GEOM) target description as input data. Familiarization with the COM-GEOM technique and terminology is required to understand the target description. The following is a brief introduction to the COM-GEOM technique of target description. Reference 1 gives a more detailed account of the COM-GEOM method as required for input to the GIFT code.

Engineering drawings, manuals, photographs or other descriptive material are required to produce a COM-GEOM description. The COM-GEOM technique utilizes twelve basic geometric solids (see Table A-1) combined under three set-theory (BOOLEAN) type operations to define the shape and location of each component of a target. A complete COM-GEOM description contains the three distinct parts: a solid table, a region table and a region identification table.

A solid is defined as one of the twelve geometric shapes available for COM-GEOM descriptions. The parameters of a solid give its location, size and orientation within the coordinate system established for the target. Each solid is uniquely numbered and its parameters listed in the solid table.

A region is the space occupied by a single solid or combination of solids. Solids are combined using the three operations: intersection (+), union (OR) and difference (-). The intersection (+) of two solids is defined as the space in common with both solids. The union (OR) of two solids is defined as the space in both of the solids. The difference (-) of two solids is defined as the space in the first solid minus the space of the second solid. Figure A-1 is a graphic illustration of these three operations. Any number of solids from the solid table may be used to define a region. Each region is uniquely numbered and its defined combination of solids is listed in the region table.

In the region identification table, each region is assigned an identification code number. These code numbers either identify each specific region as a component of the target or as an air space. Space not described as a region is assigned the air space code "01" by the GIFT code. It is not necessary to describe the inside air of a target, in which case both inside and outside air will be identified by the 01 space code. However, in many targets, it is important to distinguish between inside and outside air. For these targets, all interior space is described as a region and identified as inside air, leaving the 01 space code for outside air only. The RAYAIR subroutine of the GIFT code allows any region identified with a space code to overlap any region identified with an item code or the same space code. However, regions with different code numbers cannot overlap.

Table A-1. Geometric Solids Used in COM-GEOM Descriptions

SMBOL	SOLID NAME
RPP	Rectangular Parallelepiped
вох	Box
RAW	Right Angle Wedge
ARB	Arbitrary Convex Polyhedron
ARS	Triangular Surfaced Polyhedron
ELL	Ellipsoid of Revolution
SPH	Sphere
RCC	Right Circular Cylinder
REC	Right Elliptical Cylinder
TRC	Truncated Right Angle Cone
TEC	Truncated Elliptic Cone
TOR	Torus

The region identification table also allows 40 alphanumeric characteristics of descriptive data per region. The analyst needs to know the type and percentage of material making up each region. The percentage value is used to produce an equivalent line-of-sight thickness of the material type. This information is included in the 40 characters of descriptive data in the region identification table.

The three tables described above constitute a complete COM-GEOM target description as required for input to the GIFT computer code.

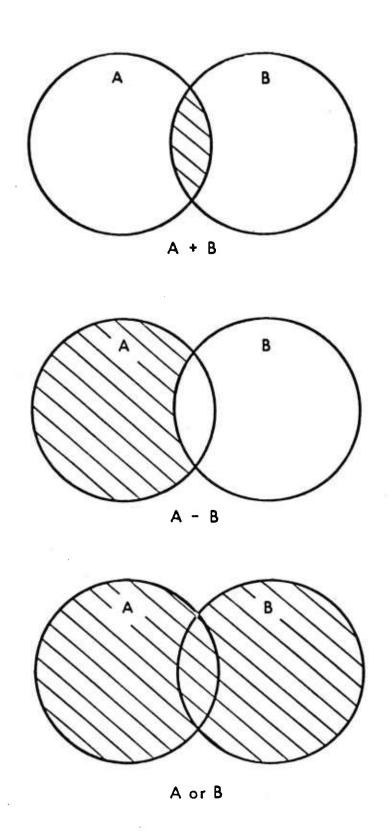


Figure A-1. Intersection (+), Subtraction (-), Union (OR) of Solids 31

APPENDIX B

CADAIR Program Listing

```
PRDGRAM CADAIR (INPUT.DUTPUT.PUNCH.TAPES.TAPE6=OUTPUT.TAPE7.TAPE10*
                                                                                    0.0
       +TAPE8=PUNCH+TAPE12)
                                                                                CADAR 2
C
                                                                                CADAR 3
C
                                                                                CADAR 4
C "CADAIR" IS AN INTERACTIVE GRAPHICS PROGRAM WHICH AIDS THE USER
                                                                                CADAR 5
C IN CONSTRUCTING *ARS* SOLIDS FOR CDM-GEDM DESCRIPTIONS. THIS
                                                                                CADAR 6
C VERSION OF 'CADAIR' INITIATES COMMUNICATIONS WITH THE TEXTRONICS C MODEL 4010 GRAPHICS TERMINAL AT 9600 BAUD. SUBROUTINES IDENTIFIED C BELOW MAKE EXTENSIVE USE OF THE 'DISSPLA' LIBRARY WHICH IS THE
                                                                                CADAR 7
                                                                                CADAR 6
                                                                                CADAR 9
C PROPRIETARY PRODUCT OF ISSCUINC.
                                                                                CADAR1 0
                                                                                CADAR11
C
                                                                                CADAR12
  ***
            MENU DEFINITIONS
C
                                                                                CADAR13
                                                                                CADAR14
C REWIND
             - REWIND TAPE12 (PLDTFILE) TO BEGINNING OF TAPE
                                                                                CADAR15
C BACKSPACE - REWIND TAPE12 (PLOTFILE) TO START DF PREVIOUS PLDT
                                                                                CADAR16
             - DISPLAY CURRENT PLDT ON GRAPHICS SCREEN
C DISPLAY
                                                                                CADARI7
C BUILD ARS - ASSIST USER IN CONSTRUCTING AN ARS SOLID
                                                                                CADAR18
C ZOOM
             - *ZODM IN* ON DISPLAYED PLOT
                                                                                CADAR19
             - RETURN TO OPERATING SYSTEM (NDS)
C EXIT
                                                                                CADAR20
C
                                                                                CADAR21
C
                                                                                CADAR22
     CDMMON /ZAP/ ICDNT
                                                                                CADAR23
      ICONT=0
                                                                                CADAR24
     CALL TK4010 (9600)
                                                                                CADAR25
     CALL SETDEV (6+6)
                                                                                CADAR26
   1 CALL CLEAR
                                                                                CADAR27
     CALL MENU
                                                                                CADAR28
     CALL CURSOR (CX+CY)
                                                                                CADAR29
     CALL ENDGR (0)
                                                                                CADAR30
     CALL CLEAR
                                                                                CADAR31
     PRINT . CX.CY
                                                                                CADAR32
C
                                                                                CADAR33
                                                                                CADAR34
     IF (CY.LT.686.0.AND.CY.GT.655.) CALL REDO
                                                                                CADAR35
     IF (CY.LT.655.0.AND.CY.GT.624.) CALL BACKUP
                                                                                CADAR36
     IF
        (CY.LT.624.0.AND.CY.GT.593.) CALL PICT
                                                                                CADAR37
     IF (CY.LT.593.0.AND.CY.GT.562.) CALL DRAW
                                                                                CADAR38
     IF (CY.LT.562.0.AND.CY.GT.531.) CALL ZDOM
                                                                                CADAR39
     IF (CY.LT.53I.O.AND.CY.GT.500.) CALL OUT
                                                                                CADARAD
C
                                                                                CADAR41
     GO TO I
                                                                                CADAR42
     END
                                                                                CADAR43
     SUBRDUTINE CLEAR
                                                                                  43*
                                                                                CLEAR 2
C SUBRDUTINE CLEAR ERASES THE GRAPHICS SCREEN
                                                                                CLEAR 3
                                                                                CLEAR 4
     IRACE=00074035403340140000B
                                                                                CLEAR 5
     CALL CONNEC (IO)
                                                                                CLEAR 6
     WRITE (10) IRACE
                                                                                CLEAR 7
     CALL DISCON (10)
                                                                                CLEAR 8
     RETURN
                                                                                CLEAR 9
     FND
                                                                                CLEAR 10
     SUBROUTINE MENU
                                                                                * 53*
C
                                                                                MENU
C SUBROUTINE MENU
                    DISPLAYS THE MENU PROCEDUPES ON THE SCREEN
                                                                               MENU-
                                                                                      3
                                                                               MENU
     CALL PAGE (8.1315.6.2)
                                                                                MENU
                                                                                      5
     CALL PHYSOR (0.63,0.59)
                                                                                MENU
     CALL TITLE ( ' ',I,' ',0,' ',0,2.0,5.2)
CALL FRAME
                                                                               MENU
                                                                                      7
                                                                               MENU
                                                                                      8
     CALL MESSAG ( * REWIND * . 6 . 0 . 2 . 4 . 75)
                                                                                MENU
     CALL MESSAG (*BACKTRACK*+9+0.2+4.5)
                                                                               MENU IO
```

```
CALL MESSAG (*015PLAY*,7,0.2,4.25)
                                                                          MENU 11
     CALL MESSAG ('BUILO ARS',9,0.2,4.0)
                                                                          MENU 12
     MENU 13
     CALL MESSAG (*EXIT*,4,0.2,3.5)
                                                                          MENU 14
     RETURN
                                                                          MENU 15
     ENO
                                                                          MENU 16
     SUBROUTINE CURSOR (CX.CY)
                                                                            69#
                                                                          CURSR 2
C SUBROUTINE CURSOR TURNS ON THE TERMINAL CROSS-HAIRS AND FACILATES
                                                                          CURSR 3
  ( USER SELECTED ) SCREEN COORDINATE DATA TRANSFER TO THE HOST
С
                                                                          CURSR 4
C
  COMPUTER
                                                                          CURSR 5
                                                                          CURSR 6
     OIMENSION IHY (2)
                                                                          CURSR 7
     ITRAN=00060012001500000000B
                                                                          CURSR 8
     ITURN=000740354033403200008
                                                                          CURSR 9
     MHX=000000000037000000008
                                                                          CURSR10
     MLX=0000000000000370000B
                                                                          CURSR11
     MHY=0000000000000000000378
                                                                          CURSR12
     MLY=0037000000000000000008
                                                                          CURSR13
     CALL TSENO
                                                                          CURSR14
     CALL CONNEC (10)
WRITE (10) ITRAN, ITURN
                                                                          CURSR15
                                                                          CURSR16
     BUFFER IN( 10+1) (IHY(1)+IHY(2))
                                                                          CURSR17
     CALL DISCON (10)
                                                                          CURSR18
     JHX=ANO(IHY(1),MHX)
                                                                          CURSR19
     JLX=AND (IHY (1) . MLX)
                                                                          CURSR20
     JHY=ANO(IHY(1),MHY)
                                                                          CURSR21
     JLY=ANO(IHY(2),MLY)
                                                                          CURSR22
     KHX=SHIFT (JHX,-19)
                                                                          CURSR23
     KLX=SHIFT(JLX,-12)
                                                                          CURSR24
     KHY=SHIFT(JHY,5)
                                                                          CURSR25
     KLY=SHIFT(JLY,-48)
                                                                          CURSR26
     LX=OR (KHX+KLX)
                                                                          CURSR27
     LY=OR (KHY+KLY)
                                                                          CURSRZB
     CX=FLOAT(LX)
                                                                          CURSR29
     CY=FLOAT(LY)
                                                                          CURSR30
     RETURN
                                                                          CURSR31
     END
                                                                          CURSR32
     SUBROUTINE REOO
                                                                          * 101*
C
                                                                          RE00
C SUBROUTINE REOD INITIATES THE PROCEOURE FOR THE MENU ENTRY
                                                                          RE00
                                                                                3
С
  'REWINO'
                                                                          RE00
C
                                                                          REOO
                                                                                5
     COMMON /ZAP/ ICONT
                                                                          REDO
C REWING GRAPHICS FILE ATTACHED TO TAPE12
                                                                          REOO
     REWINO 12
                                                                          REOO
                                                                                8
     ICONT=0
                                                                          RE00
                                                                                9
     RETURN
                                                                          RE00 10
     ENO
                                                                          RE00 11
     SUBROUTINE BACKUP
                                                                          * 112*
                                                                          BACKP 2
C SUBROUTINE BACKUP INITIATES THE PROCEDURE FOR THE MENU ENTRY
                                                                          BACKP 3
С
  *BACKSPACE *
                                                                          BACKP 4
                                                                          BACKP 5
     COMMON /ZAP/ ICONT
                                                                          BACKP 6
C BACKUP THE GRAPHICS FILE TO BEGINNING OF PREVIOUS PLOT
                                                                          BACKP 7
     IF (ICONT.EQ.0) RETURN
                                                                          BACKP 8
     RENINO 12
                                                                          BACKP 9
     ICONT=ICONT-1
                                                                          BACKP10
     CALL SKIPFE (12. ICONT.0)
                                                                          BACKP11
     RETURN
                                                                          BACKP12
     E NO
                                                                          BACKP13
     SUBROUTINE PICT
                                                                          * 125*
                                                                         PICT
                                                                               2
C SUBROUTINE PICT INITIATES THE PROCEOURE FOR THE MENU ENTRY
                                                                         PICT
                                                                                3
C 'DISPLAY'
                                                                          PICT
```

```
C
                                                                             PICT
     DIMENSION X(300), Y(300), FIL(999)
                                                                             PICT
     COMMON /ZAP/ ICONT
COMMON /ZIP/ ZZ(30), HOR, VET, NC
                                                                             PICT
                                                                                   7
                                                                             PICT
                                                                                   8
     COMMON /ZOP/ HAR. VAT
                                                                             PICT
     IF (ICONT.EQ.0) IEND=100
                                                                             PICT 10
                                                                             PICT 11
PICT 12
     IF (ICONT.GE.IEND) REWIND 12
     IF (ICONT.GE.IEND) RETURN
   1 READ (12.7) NC. (ZZ(I). I=1.NC)
                                                                             PICT 13
     IF (EOF(12)) 1.2
                                                                             PICT 14
   2 IF (NC.EQ.I) READ (12.8) A.B.HOR.VET
                                                                             PICT 15
     IF (NC.NE.I) READ (12.8) A.B.C.HOR.VET
                                                                             PICT 16
                                                                             PICT 17
PICT 18
     CALL PHYSOR (3.0.0.59)
     CALL TITLE (* DISPLAY ',10, 1 ',1, 1 ',1,5,0,5.0)
     CALL GRAF (0.0, HOR, HOR, 0.0, VET, VET)
                                                                             PICT 19
   3 READ (12,9) N
                                                                             PICT 20
     IF (N.EQ.I) READ (12.5) HO.VE
                                                                             PICT 21
     IF (N.EQ.1) GO TO 3
                                                                             PICT 22
                                                                             PICT 23
PICT 24
     IF (N.EQ.-2) READ (12.6) NF
     IF (N.EQ.-2) READ (12.5) (FIL(IJ), IJ=1, NF)
     IF (N.EQ.-2) GU TO 3
                                                                             PICT 25
     IF (N.EQ.0) GO TO 4
                                                                             PICT 26
     READ (12,10) (X(I),Y(I),I=1,N)
                                                                             PICT 27
     CALL CURVE (X,Y,N,0)
                                                                             PICT 28
     GO TO 3
                                                                             PICT 29
                                                                             PICT 30
PICT 31
   4 CONTINUE
     CALL CURSOR (CX+CY)
     CALL ENDGR (0)
                                                                             PICT 32
                                                                             PICT 33
PICT 34
     CALL RESET ( PHYSOR !)
     ICONT=ICONT+1
                                                                             PICT 35
     HAR=HOR
     VAT=VET
                                                                             PICT 36
                                                                             PICT 37
PICT 38
     IEND=NC
     RETURN
C
                                                                             PICT 39
   5 FORMAT (2F12.4)
6 FORMAT (1I10)
                                                                             PICT 40
                                                                             PICT 41
   7 FORMAT (15,20F5.1)
                                                                             PICT 42
   8 FORMAT (6F12.4)
                                                                             PICT 43
   9 FORMAT (1110)
                                                                             PICT 44
  10 FORMAT (6F12.4)
                                                                             PICT 45
     FNO
                                                                             PICT 46
                                                                             * 171*
     SUBROUTINE DRAW
                                                                             DRAW
C SUBROUTINE DRAW INITIATES THE PROCEDURE FOR THE ENTRY
                                                                             DRAW
 BUILD ARS!
C
                                                                             CIRAM
                                                                             DRAW
                                                                                   5
     DIMENSION X(30+30), Y(30+30), Z(30+30), XC(2), YC(2)
                                                                             ORAW
                                                                                   6
     COMMON /ZAP/ ICONT
COMMON /Z1P/ ZZ(30), HOR, VET, NC
                                                                             DRAW
                                                                             DRAW
     CALL REOO
                                                                             DRAW
     AXS=365.0$AYS=63.0
                                                                             DRAW 10
                                                                             DRAW 11
     CALL CLEAR
     CALL PACT
                                                                             DRAW 12
     IF (NC.EQ.1) CALL ENDPL (0) IF (NC.EQ.1) RETURN
                                                                             DRAW 13
                                                                             DRAW 14
     CALL HEIGHT (.07)
                                                                             ORAW 15
     CALL MESSAG ('SELECT FIRST ARS POINT/CURVES', 100,-2.5,5.0)
                                                                             ORAW 16
     CALL RESET ( *HEIGHT *)
                                                                             ORAW 17
     CALL CURSOR (CX+CY)
                                                                             DRAW 18
     IF (CX.LT.AXS.OR.CY.LT.AYS) CALL ENDPL (0)
                                                                             DRAW 19
     IF (CX.LT.AXS.OR.CY.LT.AYS) RETURN
                                                                             DRAW 20
     CX=(CX-(1024.0*3.0/8.1315))*HOR/(1024.0*5.0/8.1315)
                                                                             ORAW 21
     CY=(CY-(780.0*0.59/6.2))*VET/(780.0*5.0/6.2)
                                                                             ORAW 22
     CALL ENGGR (0)
                                                                             ORAW 23
     DO 1 I=1.30
                                                                             DRAW 24
```

```
DRAW 25
 X(I \cdot 1) = CXSY(I \cdot 1) = CYSZ(I \cdot 1) = ZZ(1)
                                                                         DRAW 26
1 CONTINUE
                                                                         DRAW 27
 CALL REDO
                                                                         URAW 28
 CALL CLEAR
                                                                         DRAW 29
 CALL PACT
                                                                         DRAW 30
  I=0$FLG=0.0$XC(1)=0.0
                                                                         DRAW 31
2 CALL HEIGHT (.07)
                                                                         DRAW 32
  YPOS=5.0-.25*FLOAT(I)
                                                                         DRAW 33
  CALL MESSAG ( SELECT POINT FOR ARS CURVES + 100 + - 2.5 . YPOS)
                                                                          DRAW 34
  CALL RESET ( *HEIGHT *)
                                                                          DRAW 35
  I=I+1
                                                                          DRAW 36
  CALL CURSOR (CX+CY)
                                                                          DRAM 37
  IF (I.EQ.1) BX=CX
                                                                         DRAW 38
  IF (I.EQ.1) BY=CY
                                                                          DRAW 39
  DEL=SQRT ((BX-CX) **2) +ABS ((BY-CY) **2)
                                                                          DRAW 40
  IF (I.EQ.1) DEL=10.0
                                                                          DRAW 41
  IF (DEL.LT.9.0) FLG=1.0
                                                                          DRAW 42
  X(I_{+}2) = (CX - (1024.0*3.0/8.1315)) + HOR/(1024.0*5.0/8.1315)
                                                                          DRAW 43
  Y(I.2) = (CY-(780.0*0.59/6.2)) +VET/(780.*5.0/6.2)
                                                                          DRAW 44
  IF (CX.LT.AXS.OR.CY.LT.AYS) CALL ENDPL (0)
                                                                          DRAW 45
  IF (CX.LT.AXS.OR.CY.LT.AYS) RETURN
                                                                          DRAW 46
  Z(I+2)=ZZ(1)
                                                                          DRAW 47
  A=XC(1)
                                                                          DRAW 48
  IF (A.EQ.0.0) XC(1)=X(I.2)
                                                                          DRAW 49
     (A.EQ.0.0) YC(1)=Y(I.2)
  IF
                                                                          DRAW 50
  IF (A.EQ.0.0) GO TO 2
                                                                          DRAW 51
  XC(2) = X(I \cdot 2)
                                                                          DRAW 52
  YC(2)=Y(I+2)
                                                                          DRAW 53
  CALL RLVEC (XC(1),YC(1),XC(2),YC(2),1201)
                                                                          DRAW 54
  XC(1)=XC(2)
                                                                          DRAW 55
  YC(1) = YC(2)
  IF (I.GT.19) CALL MESSAG (16HT00 MANY POINTSS.100..2..2)
                                                                          DRAW 56
                                                                          DRAW 57
  IF (I.GT.19) CALL ENDGR (0)
  IF (I.GT.19) CALL CURSOR (CX.CY)
IF (I.GT.19) RETURN
                                                                          DRAW 58
                                                                          DRAW 59
                                                                          DRAW 60
  IF (FLG.EQ.0.0) GO TO 2
                                                                          DRAW 61
  CALL MESSAG ( PEND OF CURVES + 100 + 2 + . 2)
                                                                          DRAW 62
  CALL ENDPL (0)
                                                                          DRAW 63
  NP=I
                                                                          DRAW 64
  N=2
                                                                          DRAW 65
  X(NP+2)=X(1+2) $Y(NP+2) =Y(1+2)
                                                                          DRAW 66
  LIM=NC+1
                                                                          DRAW 67
3 CONTINUE
                                                                          DRAW 68
  N=N+1
                                                                          DRAW 59
  CALL CLEAR
                                                                          DRAW 70
  CALL PACT
                                                                          DRAW 71
  XC(1)=0.0
                                                                          DRAW 72
  NZ=NP-1
                                                                          DRAW 73
  L=N-1
                                                                          DRAW 74
  DO 4 K=1.NZ
  CALL RLVEC (X(1+1)+Y(1+1)+X(K+L)+Y(K+L)+1201)
                                                                          DRAW 75
                                                                          DRAW 76
4 CONTINUE
                                                                          DPAW 77
  NPP=NP-1
                                                                          DRAW 78
  DO 5 J=1.NPP
                                                                          DRAW 79
  CALL HEIGHT (.07)
                                                                          DRAW 80
  YPOS=5.0-.25*FLOAT(J)
  CALL MESSAG (*SELECT POINT FOR ARS CURVES*,100,-2.5.YPOS)
                                                                          DRAW 81
                                                                          DRAW 82
  CALL RESET ( HEIGHT !)
                                                                          DRAW 83
   CALL CURSOR (CX+CY)
                                                                          DRAW 84
   X(J_0N) = (CX - (1024_0 + 3.0/8.1315)) + HOR/(1024_0 + 5.0/8.1315)
                                                                          DRAW 85
   Y(J.N)=(CY-(780.0*0.59/6.2))*VET/(780.0*5.0/6.2)
                                                                          DRAW 86
   IF (CX.LT.AXS.OR.CY.LT.AYS) CALL ENDPL (0)
                                                                          DRAW 87
   IF (CX.LT.AXS.OR.CY.LT.AYS) RETURN
                                                                          DRAW 88
   NNN=N-1
                                                                          DRAW 89
   Z(J_{\bullet}N) = ZZ(NNN)
                                                                          DRAW 90
   A=XC(1)
```

```
DRAW 91
     IF (A.EQ.O.O) XC(1)=X(J.N)
                                                                           DRAW 92
     IF (A.EQ.0.0) YC(1)=Y(J.N)
                                                                           DRAW 93
     IF (A.EQ.0.0) GO TO 5
                                                                           DRAW 94
     XC(2) = X(J,N)
                                                                           DRAW 95
     YC(2)=Y(J_*N)
                                                                           DRAW 96
     CALL RLVEC (XC(1),YC(1),XC(2),YC(2),1201)
                                                                           DRAW 97
     XC(1)=XC(2)
                                                                           DRAW 98
     YC(1) = YC(2)
                                                                           DRAW 99
   5 CONTINUE
                                                                           DRAW100
     X(NP_*N) = X(1_*N)
     Y (NP+N) = Y (1+N)
                                                                           ORAW101
                                                                           DRAW102
     Z(NP \cdot N) = Z(1 \cdot N)
     IF (N.LT.LIM) CALL MESSAG (13HEND OF CURVES.100..2..2)
                                                                           DRAW103
                                                                           DRAW104
     IF (N.LT.LIM) CALL ENDPL (0)
                                                                           DRAW105
     IF (N.LT.LIM) GO TO 3
                                                                           DRAW106
     CALL MESSAG ('END OF CURVES', 100, .2.2)
     CALL ENDPL (0)
                                                                           DRAW107
                                                                           DRAW108
     NT=NC+2
                                                                           DRAW109
     DO 6 I=1.NP
                                                                           DRAW110
     X(I,NT) = X(I,1)
                                                                           DRAW111
     Y(I,NT)=Y(I,1)
     Z(I+NT)=ZZ(NC)
                                                                           DRAW112
                                                                           DRAW113
   6 CONTINUE
     PUNCH (8+8) NT+NP
                                                                           DRAW114
                                                                           DRAW115
     DO 7 N=1+NT
     PUNCH (8,9) (X(I+N),Y(I,N),Z(I+N),X(I+1,N),Y(I+1,N),Z(I+1,N),I=1,DRAW116
                                                                           DRAW117
    1 NP . 2)
   7 CONTINUE
                                                                           DRAW118
                                                                           DRAW119
     RETURN
                                                                           DRAW120
С
                                                                           DRAW121
   8 FORMAT (3X+3HARS+4X+2110)
                                                                           DRAW122
   9 FORMAT (10X+6F10.4)
                                                                           DRAW123
     END
                                                                            # 294#
     SUBROUTINE ZOOM
                                                                           Z00M 2
                                                                           ZOOM
C SUBROUTINE ZOOM ENLARGES A USER SELECTED AREA OF THE DIS-
                                                                            ZOOM
C PLAYED PLOT
                                                                            ZUOM
C
     DIMENSION X(300) + Y(300) + FIL(999) + ID1(3) + ID2(3)
                                                                           Z00M
     COMMON /ZAP/ ICONT
                                                                           ZOOM
                                                                                  7
                                                                           700M
     COMMON /ZOP/ HAR+ VAT
     DATA ID1 /10HSELECT LOW. 10HER LEFT C. 10HORNER
                                                                           ZOOM
                                                                                 Q
                                                                           Z00M 10
     DATA ID2 /10HSELECT UPP, 10HER RIGHT . 10HCORNER
                                                                           ZOOM 11
     CALL BACKUP
     CALL PICT
                                                                            Z00M 12
                                                                            Z00M 13
С
     HOR=HAR
                                                                           ZOOM 14
                                                                           ZOOM 15
     VFT=VAT
                                                                           Z00M 16
     CALL BACKUP
     PRINT *, ID1
PRINT *, ID1
                                                                            Z00M 17
                                                                           ZOOM 18
                                                                           Z00M 19
     CALL CURSOR (CX,CY)
     CX=(CX-(1024.0*3.0/8.1315))*HOR/(1024.0*5.0/8.1315)
                                                                           Z00M 20
                                                                           ZOOM 21
     CY=(CY-(780.0*.59/6.2))*VET/(780.0*5.0/6.2)
                                                                           Z00M 22
     XLL=CXSYLL=CY
                                                                           Z00M 23
     PRINT * ID2
     PRINT *, ID2
                                                                            ZOOM 24
                                                                            ZOOM 25
     CALL CURSOR (CX,CY)
                                                                            Z00M 26
     CX=(CX-(1024.0*3.0/6.1315)) *HOR/(1024.0*5.0/8.1315)
     CY=(CY-(780.0*.59/6.2))*VET/(780.0*5.0/6.2)
                                                                            Z00M 27
                                                                            Z00M 28
     XUR=CX$YUR=CY
     IF (XLL.GT.CX) XUR=XLL
                                                                            Z00M 29
                                                                            Z00M 30
     IF (XLL.GT.CX) XLL=CX
                                                                            Z00M 31
     IF
        (YLL.GT.CY) YUP=YLL
                                                                            Z00M 32
     IF (YLL.GT.CY) YLL=CY
                                                                            Z00M 33
     XOP=XLLSYOR=YLL
```

```
ZOOM 34
    HOR=XUR-XLLSVET=YUR-YLL
                                                                           Z00M 35
    CALL CLEAR
                                                                           ZOOM 36
    CALL PHYSOR (3.0.0.59)
                                                                           Z00M 37
    CALL TITLE ( ZOOM
                           *,10,* *,1,* *,1,5.0,5.0)
                                                                           Z00M 38
    XNEW=AMAX1 (HOR . VET)
                                                                           Z00M 39
    XNEW=10.0*FLOAT(IFIX(XNEW/10.0)+1)
                                                                           ZOOM 40
    HOR=XNEW
                                                                           ZOOM 41
    VET=XNEW
                                                                           Z00M 42
    XOR=10.0*FLOAT(IFIX(XOR/10.0))
                                                                           700M 43
    YOR=10.0*FLOAT(IFIX(YOR/10.0))
                                                                           ZOOM 44
    XUR=XOR+HOR
                                                                           ZOOM 45
    YUR=YOR+VET
    CALL GRAF (XOR+HOR+XUR+YOR+VET+YUR)
                                                                           700M 46
                                                                           Z004 47
  1 READ (12.7) IOENT
                                                                           ZOOM 48
    IF (EOF(12)) 1.2
  2 READ (12.8) A.B.C.HOR.VET
                                                                           ZOOM 49
                                                                           Z00M 50
  3 READ (12.9) N
                                                                           Z00M 51
    IF (N.EQ.1) REAO (12.6) HO,VE
                                                                           ZOOM 52
    IF (N.EQ.1) GO TO 3
    IF (N.EQ.-2) READ (12.9) NF
IF (N.EQ.-2) READ (12.6) (FIL(IJ),IJ=1,NF)
                                                                           Z00M 53
                                                                           ZOOM 54
                                                                           Z004 55
    IF (N.EQ.-2) GO TO 3
                                                                           Z00M 56
    IF (N.EQ.0) GO TO 5
                                                                           ZOOM 57
    REAO (12+10) (X(I)+Y(I)+I=1+N)
                                                                           ZOOM 58
    IND=1
                                                                           Z00M 59
    00 4 I=1.N
                                                                           ZOOM 60
    IF (X(I).LT.XOR.OR.X(I).GT.XUR) GO TO 4
                                                                           Z00M 61
    IF (Y(I).LT.YOR.OR.Y(I).GT.YUR) GO TO 4
                                                                           Z00M 62
    X(IND) = X(I) SY(IND) = Y(I)
                                                                           Z00M 63
    IND=INO+1
                                                                           ZOOM 64
  4 CONTINUE
                                                                           Z00M 65
    N=IND-1
                                                                           ZOOM 66
    IF (N.LT.2) GO TO 3
                                                                           ZOOM 67
    CALL CURVE (X.Y.N.O)
                                                                           ZOOM 68
    GO TO 3
                                                                           ZOOM 69
  5 CONTINUE
                                                                           ZOOM 70
     CALL CURSOR (CX+CY)
                                                                           Z00M 71
    CALL ENOGR (0)
                                                                           ZOOM 72
    CALL RESET ( PHYSOR )
                                                                           Z00M 73
     ICONT=ICONT+1
                                                                           ZOOM 74
     RETURN
                                                                           Z00M 75
                                                                           Z00M 76
                                                                            Z00M 77
   6 FORMAT (2F12.4)
                                                                           Z00M 78
  7 FORMAT (8A10)
                                                                           ZOOM 79
  8 FORMAT (6F12.4)
9 FORMAT (1110)
                                                                            ZOOM 80
                                                                            Z00M 81
 10 FORMAT (6F12.4)
                                                                           700M 82
     END
                                                                            # 376#
     SUBROUTINE OUT
                                                                            OUT
C RETURN TO CYBER OPERATING SYSTEM
                                                                           OUT
                                                                                  3
     CALL CLEAR
                                                                            OUT
     STOP
                                                                            OUT
                                                                                  5
     ENO.
                                                                            * 381*1
     SUBROUTINE PACT
                                                                            PACT
     OIMENSION X(300), Y(300), FIL(999)
                                                                            PACT
                                                                                  3
     COMMON /ZAP/ ICONT
                                                                            PACT
     COMMON /ZIP/ ZZ(30) + HOR+ VET+ NC
                                                                            PACT
   1 READ (12+5) NC+(7Z(I)+I=1+NC)
                                                                            PACT
                                                                                  6
     IF (EOF(12)) 1.2
                                                                            PACT
   2 READ (12.6) A.B.C.HOR.VET
                                                                            PACT
                                                                                  8
     CALL PHYSOR (3.0.0.59)
     CALL TITLE ('BUILD ARS',10,' ',1,' ',1,5.0,5.0)
                                                                            PACT
                                                                                  9
                                                                            PACT 10
     CALL GRAF (0.0.HOR.HOR.O.O.VET.VET)
                                                                            PACT 11
   3 REAO (12.7) N
                                                                            PACT 12
     IF (N.EQ.0) GO TO 4
```

С

	READ (12.8) (X(I).Y(I).	I=1.N)		PACT	13
	CALL CURVE (X,Y,N,0)				-
				PACI	14
	GO TO 3			PACT	15
4	CONTINUE			PACT	16
	ICONT=ICONT+1				_
				PACT	17
	RETURN		41	PACT	1 8
C					_
	EODMAN 485 455			PACT	19
5	FORMAT (15+15F5.1)			PACT	20
6	FORMAT (6F12.4)				
				PACT	21
- /	FORMAT (1110)			PACT :	22
8	FORMAT (6F12.4)			PACT	
-	END				
				PACT :	24
14.07	37 HOLD, EATHLAND	A CALL NA			_

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